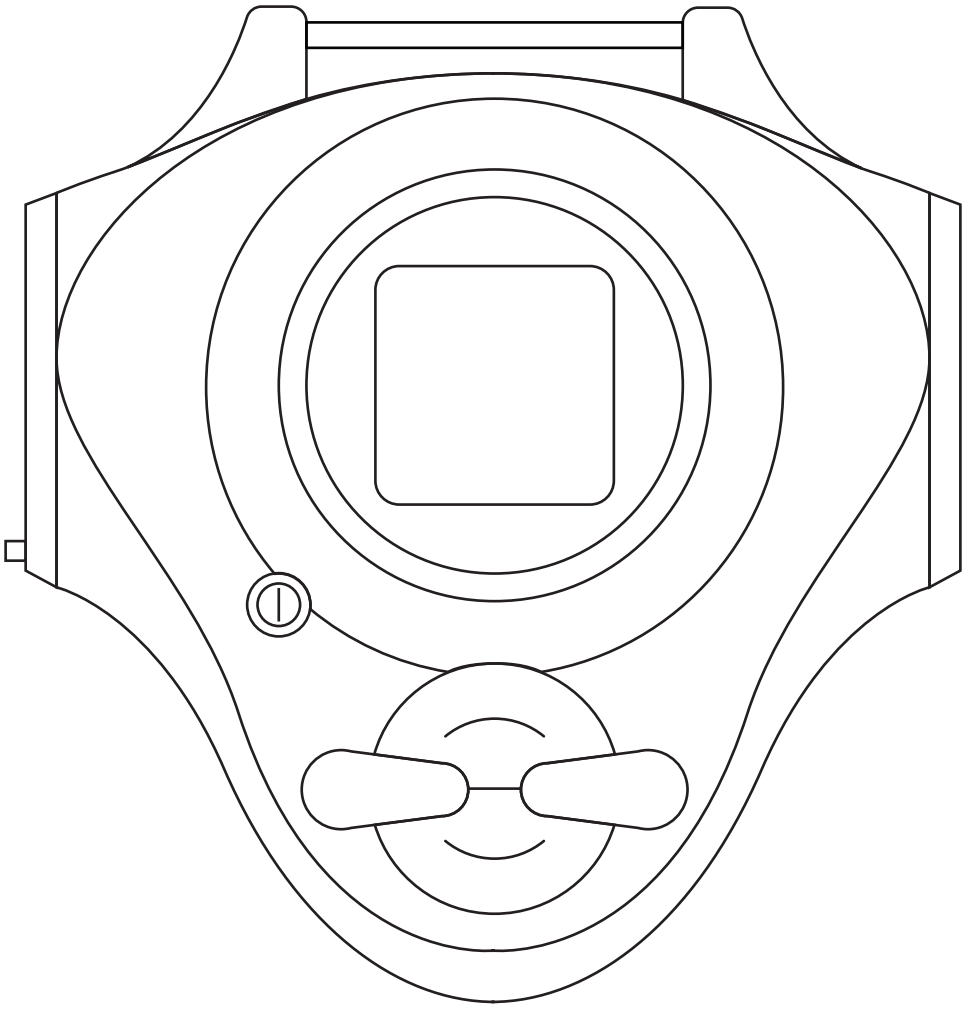
デジアド
D-ARK Ver.15th

GUIDEBOOK



By Terry Chan (Digi-Destined Malaysia)

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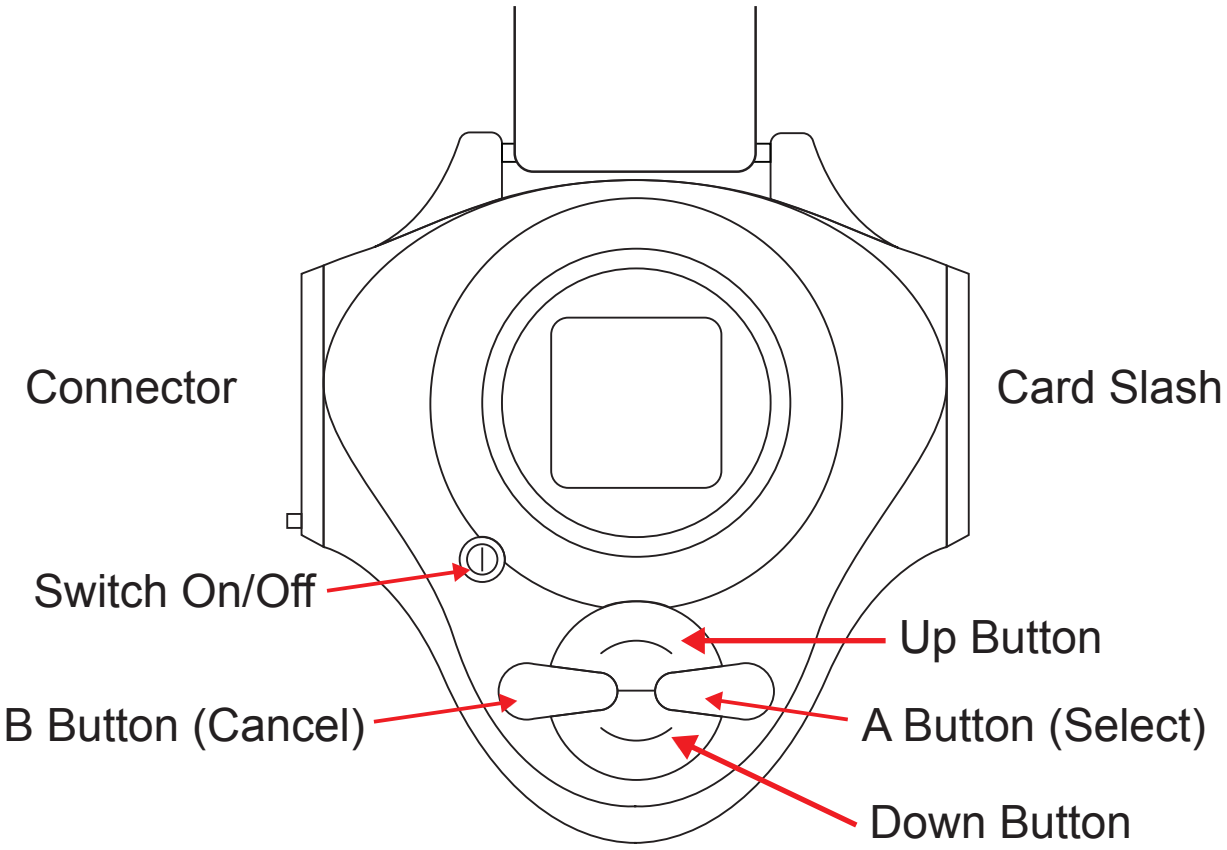
Basic Functions



Once the tab is pulled out from the digivice, there will be a sound confirmation and the BANDAI logo will be shown. Press A to continue.

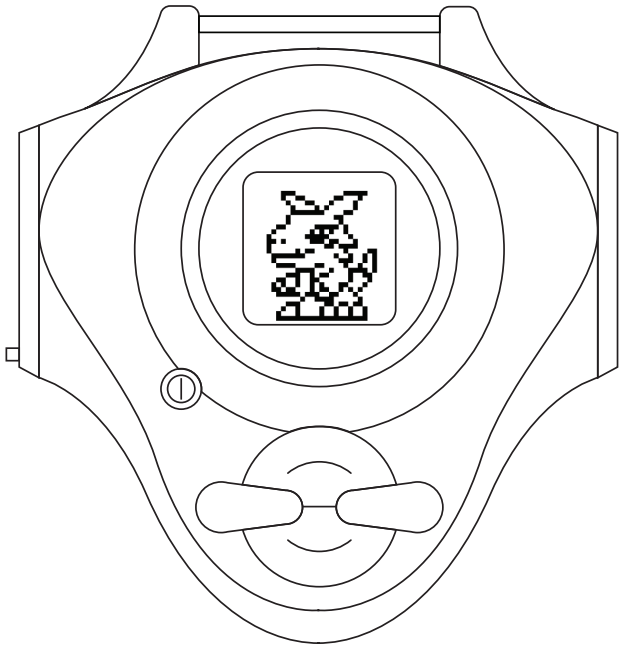
Set the time and press A. You will be brought to the Digimon selection screen with 3 options.

Guilmon
HP : 5
AP : 1
Virus Attribute

Renamon
HP : 5
AP : 1
Data Attribute

Terriermon
HP : 6
AP : 1
Vaccine Attribute

Pick one and you will start off with that Digimon. Don’t worry about the others as you will “rescue” them from Impmon eventually.



At the home screen. When:-
Press A
You get to see your digimon partner type, stats, evolution bar, number of wins, evolution etc.

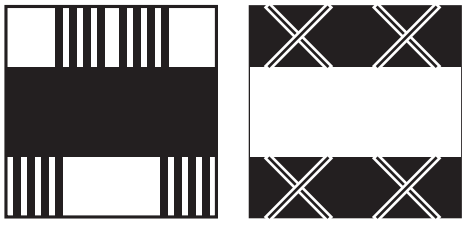
Press B
You get to see your map progress, steps taken. (Note: In this mode all shakes are not counted in until you exit the map menu)

Press Up
To see the time. Press A+Down to change the time.

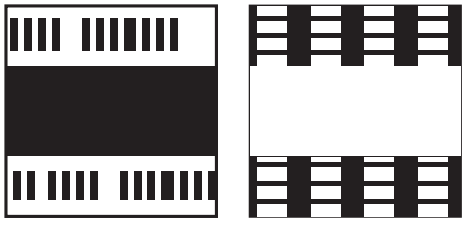
Press Down
You will see your menu.

Press A+B
Toggle Sound ON/OFF

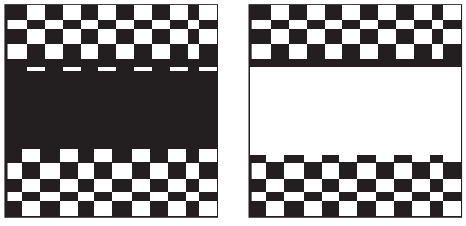
Basic Counting (Note the patterns)



Virus (Lines)
Press A more than 27 times in 3 seconds.



Data (Barcode Lines)
Sequenced pressing.



Vaccine (Checkered)
Shake 5 times hard and hope you land on either 13 or 14 shakes. (Info might not be accurate.)

Digimons will be categorized into these 3 types. Virus Attribute Digimons will need the Tamer to press A more than 27 times in 3 seconds. Vaccine is uncertained due to the fact that 15th digivices all use a motion sensored pedometer to calculate counts, therefore there aren't any accurate number to achieve MEGAHIT.

Data Attribute Sequences are as follows:
Renamon : Up Down A B
Kyubimon : Down A B Up
Taomon : Up Down B A
Sakuyamon : Up B A Down
Sakuyamon Miko Mode : Up A Down B
Team Digimon : Up Down A B

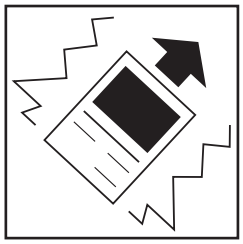
For Data Digimon counting, only press the sequence ONCE. Aim to get a final count of 5. If you spam sequences will result a final count of 0.

Personal Note:
I will start off with either Renamon and Guilmon. Counting for Vaccine Line isn't accurate because of the built in motion sensored pedometer.

Data Attribute Digimons are the easiest to achieve MEGAHITS.

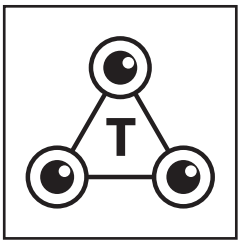
Menu

Training
Refer to Basic Counting according to the partners' attributes.



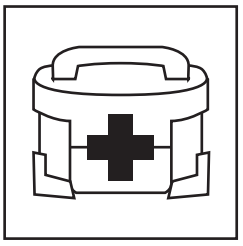
Card Slash
Refer to Card Slash.

Notes
All the Digimons that you've seen, battled or card slash will be registered here. All Digimons can be used on your Team.



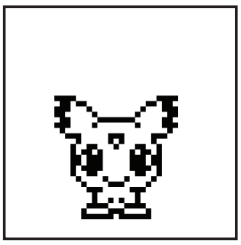
Team
You choose any three Digimon you want from your Notes, no slashing required. If you choose all Vaccine, then they'll have more HP. If they are all Virus, they'll get more AP. All Data Digimon give you a higher rate of super attacks/winning, and one of each Attribute lets you have one point up in every Stat.

Items
You can get items either from slashing them (refer to Card Slash) or after you win Impmon if you encounter him in your adventure.



Medical
If your Digimon is sick after a battle. You can heal them with this option.

Connect
Battle with other Digivices or trade items with another D-Ark

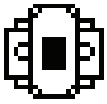
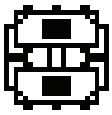
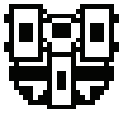
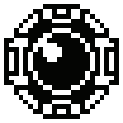
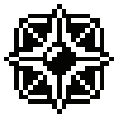
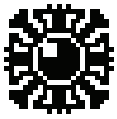


Culumon *(will be unlocked after the adventure map is completed)*
Battle with 10 Mega level Digimons in this Culumon Collesium Challenge. If successfully completed, you will get to see a short slide show and officially complete the game.

Card Slash

アイテム
デジモン
ジョグレス

Item Slash

	Jumper ROM Advances you by 500 steps	556
	Jumper Board Advances you by 1000 steps	431
	Jumper Gate Advances you by 1500 steps	630
	Power Charger Gives you 10 DP	776
	Super Charger Gives you 30 DP	698
	MAX Charger Gives you 99 DP	221
	Evoluter Lets you evolve in the next battle, even if you can't evolve yet	590
	Holy Orb Advances you by 500 steps	241
	Accelerator You will defeat your next enemy with one hit (not effective on Bosses)	329
	Summon Cube Calls a random Digimon in the next battle	700
	Nitro Burn In the next battle, all attacks will be Super Hits	519
	Zero Unit Used to evolve Beelzebumon and Sakuyamon	000
	Zero Arms: Grani Used to evolve Dukemon	100

アイテム
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ジョグレス

Digimon Slash

	Guilmon Virus HP: 5 AP:1	245
	Growlmon Virus HP: 8 AP:2	578
	BlackGrowlmon Virus HP: 7 AP:2	233
	MegaloGrowlmon Virus HP: 11 AP:2	562
	BlackMegaloGrowlmon Virus HP: 10 AP:2	190
	Dukemon Virus HP: 12 AP:3	890
	DukemonChaosMode Virus HP: 11 AP:2	864
	Megidramon Virus HP: 11 AP:2	666
	DukemonCrimsonMode Virus HP: 15 AP:4	999
	Terriermon Vaccine HP: 6 AP:1	312
	Galgomon Vaccine HP: 8 AP:1	632
	Rapidmon Vaccine HP: 11 AP:2	689
	SaintGalgomon Vaccine HP: 12 AP:3	541
	Renamon Data HP: 5 AP:1	634

	Kyuubimon Data HP: 8 AP:2	163
	Youkomon Data HP: 7 AP:1	223
SPRITE CHANGED	Taomon Data HP: 11 AP:3	226
	Doumon Data HP: 10 AP:2	080
	Sakuyamon Data HP: 12 AP:3	586
	Kuzuhamon Data HP: 11 AP:3	577
	SakuyamonMikoMode Data HP: 15 AP:5	???
	KuzuhamonMikoMode Data HP: 14 AP:4	???
	Impmon Virus HP: 6 AP:2	649
	Beezlebumon Virus HP: 13 AP:3	113
	BeezlebumonBlastMode Virus HP: 15 AP:4	888
	Leomon Vaccine HP: 9 AP:2	527
	Cyberdramon Vaccine HP: 11 AP:2	335
	Justimon Vaccine HP: 14 AP:5	645

	Monodramon Vaccine HP: 5 AP:1	050
	Labramon Vaccine HP: 5 AP:1	222
	Lopmon Data HP: 5 AP:1	010
	Stingmon Virus HP: 8 AP:2	006
SPRITE CHANGED	Gorimon Data HP: 5 AP:1	776
SPRITE CHANGED	Evilmon Virus HP: 5 AP:1	912
	Dokugumon Virus HP: 5 AP:1	990
	Devidramon Virus HP: 8 AP:2	103
	Guilmon Data HP: 7 AP:1	479
	Shiisamon Vaccine HP: 8 AP:1	029
SPRITE CHANGED	IceDevimon Virus HP: 7 AP:2	427
	Musyamon Virus HP: 7 AP:2	535
SPRITE CHANGED	DarkLizamon Virus HP: 9 AP:2	250
	Guardromon Virus HP: 8 AP:2	789
	Turriemon Data HP: 7 AP:1	404
	Greymon Vaccine HP: 7 AP:1	564

	Dobermon Vaccine HP: 8 AP:1	109
	Mihiramon Data HP: 8 AP:2	505
	Sandiramon Virus HP: 10 AP:2	155
	Sinduramon Data HP: 9 AP:2	700
	Pajiramon Virus HP: 10 AP:2	209
	Vajramon Vaccine HP: 9 AP:2	133
	Indaramon Virus HP: 8 AP:2	098
	Kumbhiramon Vaccine HP: 8 AP:1	801
	Vikaralamon Vaccine HP: 10 AP:2	607
	Megadramon Virus HP: 12 AP:3	653
	Majiramon Data HP: 12 AP:3	301
	Orochimon Virus HP: 12 AP:3	224
	Paildramon ?? HP: 12 AP:3	345
	Andiramon Data HP: 12 AP:3	348
	Caturamon Data HP: 13 AP:3	400
	Makuramon Data HP: 9 AP:2	692

	MetalGreymon Vaccine HP: 12 AP:3	222
	Mephismon Virus HP: 12 AP:3	101
	Locomon Data HP: 12 AP:3	600
	Zhuqiaomon Virus HP: 15 AP:4	420
	Baihumon Data HP: 15 AP:5	284
	Xuanwumon Vaccine HP: 15 AP:5	124
	Qinglongmon Data HP: 15 AP:5	206
	Mugendramon Virus HP: 15 AP:4	789
	Wargreymon Vaccine HP: 13 AP:4	343
SPRITE CHANGED	MarineAngemon Vaccine HP: 15 AP:5	004
SPRITE CHANGED	Gulfmon Virus HP: 15 AP:4	241
SPRITE CHANGED	Grandlocomon Data HP: 13 AP:3	730
SPRITE CHANGED	Parasimon Virus HP: 15 AP:4	250
	Flybeemon ?? HP: 7 AP:1	021
	Tylomon ?? HP: 8 AP:1	576
SPRITE CHANGED	Mantaraymon ?? HP: 6 AP:1	881

	Baromon ?? HP: 10 AP:2	741
	Agumon Vaccine HP: 5 AP:1	329
	Betamon Virus HP: 4 AP:1	690
	V-mon ?? HP: 5 AP:1	524
	PicoDevimon Virus HP: 5 AP:1	444
	Ganimon Data HP: 4 AP:1	357
	Hagurumon Virus HP: 5 AP:1	745
	Keramon ?? HP: 6 AP:2	004
	Gabumon Data HP: 5 AP:1	416
	Hawkmon ?? HP: 5 AP:1	041
	Candmon Data HP: 5 AP:1	109
	Elecmon Data HP: 4 AP:1	010
	XVmon ?? HP: 8 AP:1	221
	Devimon Virus HP: 8 AP:2	666
	Chrysalimon ?? HP: 10 AP:2	456
	Dogmon Data HP: 10 AP:2	823

	Wendimon Virus HP: 8 AP:2	767
	Garurumon Data HP: 7 AP:1	291
	Aquilamon ?? HP: 8 AP:2	083
	Hanumon Vaccine HP: 8 AP:1	414
	Guilmon Data HP: 7 AP:1	414
	Veedramon Vaccine HP: 7 AP:1	065
	Cerberumon Vaccine HP: 11 AP:2	816
	Marinedevimon Virus HP: 12 AP:3	543
	Infermon ?? HP: 12 AP:3	245
	Chimeramon Data HP: 12 AP:3	789
	Pandamon Data HP: 12 AP:3	934
	Weregarurumon Data HP: 12 AP:3	525
	Silphymon ?? HP: 12 AP:3	424
	Karatenmon Virus HP: 12 AP:3	294
	Scorpiomon Data HP: 12 AP:3	047
	Ashuramon Vaccine HP: 12 AP:3	729

	Skullsatamon Virus HP: 12 AP:3	199
	Guilmon Virus HP: 13 AP:3	007
	Vamdemon Virus HP: 12 AP:3	678
	MetalSeadramon Data HP: 13 AP:3	258
	Diaboromon ?? HP: 15 AP:4	777
	Cerubimon Virus HP: 15 AP:4	098
	Anubimon Vaccine HP: 12 AP:3	208
	Kingetemon Virus HP: 13 AP:3	534
	Metalgarurumon Data HP: 13 AP:3	596
	Valkyrimon ?? HP: 13 AP:4	085
	Hououmon Vaccine HP: 13 AP:4	291
	Piedmon Virus HP: 13 AP:3	385
	VenomVamdemon Virus HP: 13 AP:3	267
	Milleniumon Virus HP: 14 AP:3	696
	MoonMilleniumon Virus HP: 15 AP:4	489
	ZeedMilleniumon Virus HP: 15 AP:4	377

	Imperialdramon ?? HP: 15 AP:5	000
	Imperialdramon Figher Mode ?? HP: 15 AP:5	000
	Imperialdramon Paladin Mode ?? HP: 15 AP:5	123
	Omegamon Vaccine HP: 15 AP:5	901
	Allomon ?? HP: 10 AP:2	123

	Magnamon ?? HP: 13 AP:4	000
	Sepikmon ?? HP: 9 AP:2	541
	Sethmon ?? HP: 10 AP:2	199
	Moosemon ?? HP: 10 AP:2	799
	Meicoomon ?? HP: 10 AP:2	619

That’s all the Digimons for now

アイテム
デジモン
ジョグレス

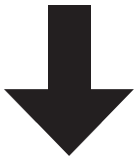
Jogress Slash

	221	+		006	
	345	+		206	
	000	+		000	
	343	+		596	
	901	+		206	

Connect

Battle
Battle with other Digivices

Trade
Trade Items with other D-arks (D-arks only)



Battle with D-ark
Able to card slash.
Connect to D-ark, Pendulum Progress, D-scanner

Battle with D3
Unable to card slash.
Connect to D-3 only

Battle with Digivice
Unable to card slash.
Connect to Digivice, US digivices

Battle with Pendulum
Unable to card slash.
Connect to Pendulums, Pendulum Progress, D-scanner

Uncompatible with:
- Digital Monsters (Vpets)
- D-Terminal

Battle Cards and Codes (Can only be used either Adventure Map battles or Connect battles)

Attack Plug-In A: AP +1	654
Defense Plug-In C: HP +1	947
High Speed Plug-In B: SP +1	765
Strengthening Plug-In W: All Stats +1	090
Attack Plug-In V: AP +2	035
High Speed Plug-In H: SP +2	452
Defense Plug-In F: HP +2	899
Attack Plug-In K: AP +3	907
Defense Plug-In G: HP +3	742
High Speed Plug-In T: SP +3	248

Basic Attack cards. There will be more to be explored

Combo Battle Codes (Can only be used only in Adventure Map battles)

King Device 996	King Device 333	Victory probability to 90%
King Device 996	Queen Device 748	HP+3, AP+5, SP+3
King Device 996	Rook Device 009	Victory probability to 30%
Queen Device 748	Bishop Device 659	AP+3, SP+10
Knight Device 530	Bishop Device 659	HP+2, AP+2, SP+2
Knight Device 530	Pawn Device 203	HP is set to 1, AP is set to 15
Pawn Device 009	Pawn Device 203	HP is set to 15, AP is set to 1

Adventure Map

Personal Note:
Before you start venturing the map. I would highly suggest that you slash a few mega level digimons in your team.
I usually will include Vaccine, Data and Virus megas in my team so I can switch around battle modes in case I got bored.

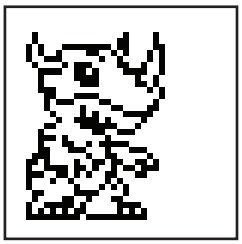
However if you want to increase the Attack Points (AP) in your team Digimon, you can go for 3 Virus Digimon in your team.

If you want to increase the Health Points (HP) in your team Digimon, you can go for 3 Vaccine Digimon in your team.

If you want to increase MEGAHITS/Chance of winning in your team Digimon, you can go for 3 Data Digimon in your team.

Understanding Battle Styles and Menus

Normal Map Adventure style:



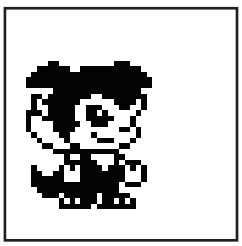
Digimon appeared!
Press A

Battle
Digivolve
Partner
Team

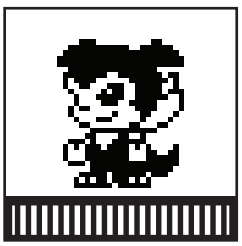
Single
Combo

Card Slash Menu

Impmon Event



Impmon appeared!
Press A



Whether is he carrying a Digimon partner to be rescued or not. You need to SHAKE your D-ark to “chase” him down.

You can use Charger items to advance steps. You can even combine the Charger items to advance 3000 steps one go. Just select Power, Super and Max without exiting the Menu. If you used a Charger item and exit the map, an enemy Digimon will appear to fight you. Do not worry if you missed any Secret Maps, you can always complete the previous map again. This time [C 9,000] will be your steps instead of [COMPLETED]. All Secret Maps will have a 1% chance encounter a DigiGod. Maps will not recycle if you beat the game unlike previous D-ark versions.

Map 1 (8,000 steps)

Gorimon

Evilmon

Dokugumon

Devidramon

Secret Map A (4,000 steps)

Seadramon

Labramon

Shiisamon

Map 2 (9,000 steps)

BOSS

Flybeemon

Musyamon

Icedevimon

Darklizamon

Map 3 (10,000 steps)

Sinduramon

Sandiramon

Mihiramon

Pajiramon

Secret Map B (4,000 steps)

Stingmon

Guadromon

Turriemon

Map 4 (11,000 steps)

Indramon

Vajramon

Kumbhiramon

Vikarlamon

Map 5 (12,000 steps)

Orochimon

Majiramon

Megidramon

Beezlebumon

*Impmon will join as your partner after you've defeated Beezlebumon

Secret Map C (4,000 steps)

Dobermon

Greymon

Paildramon

Andiramon

Map 6 (13,000 steps)

Caturamon

Makuramon

Zhuqiaomon

Secret Map D (4,000 steps)

BOSS

Mugendramon

Metalgreymon

Wargreymon

Marineangemon

Map 7 (14,000 steps)

D-Reaper D-Reaper D-Reaper D-Reaper

Secret Map E (6,000 steps)

Mantaraymon

Baromon

Tylomon

Mephismon

> Gulfmon

Secret Map E (6,000 steps)

Locomon

Grandlocomon

Parasimon

Culumon Collesium will be unlocked after you've completed all Maps.

Notes

- All partners share the same DP.

- DP will be used as well in connect battles.

- To get Dukemon Crimson Mode, Beezlebumon Blast Mode, Sakuyamon Miko Mode, please battle and win 95 times.

- You will encounter an enemy Digimon every 500 steps .

- 1 DP is replenished every 50 steps.

- If you lost around 5-6 battles your Guilmon & Renamon will Dark Digivolve. Kuzuhamon Miko Mode will be unlocked then.

- Zero Unit and Grani are items for you to hold. Pressing A on Zero Unit and Grani won't give you instant evolution until you've fulfilled the 95 battle wins.

- Currently there are no Sakuyamon Miko Mode and Kuzuhamon Miko Mode cards released by Bandai. Therefore there are no card slash codes in this guide. You will have to unlock them by digivolving Renamon.

- Once started Culumon Collesium, you must battle 10 Mega level Digimons simultaneously. Escaping early will result in a loss.

- Leomon is the only partner that doesn't have an evolution.

- Card Slash will not have any card errors if the slash code is correct However, if you managed to time your slashes correctly, a different sound will play indicating a "Perfect Slash" and adds 1 point extra. [i.e 卐 907, AP +3 (+1 for perfect slash) = AP +4] (This only applies to Map battles, NOT Connect battles)

References

Special Thanks to:

- Bandai
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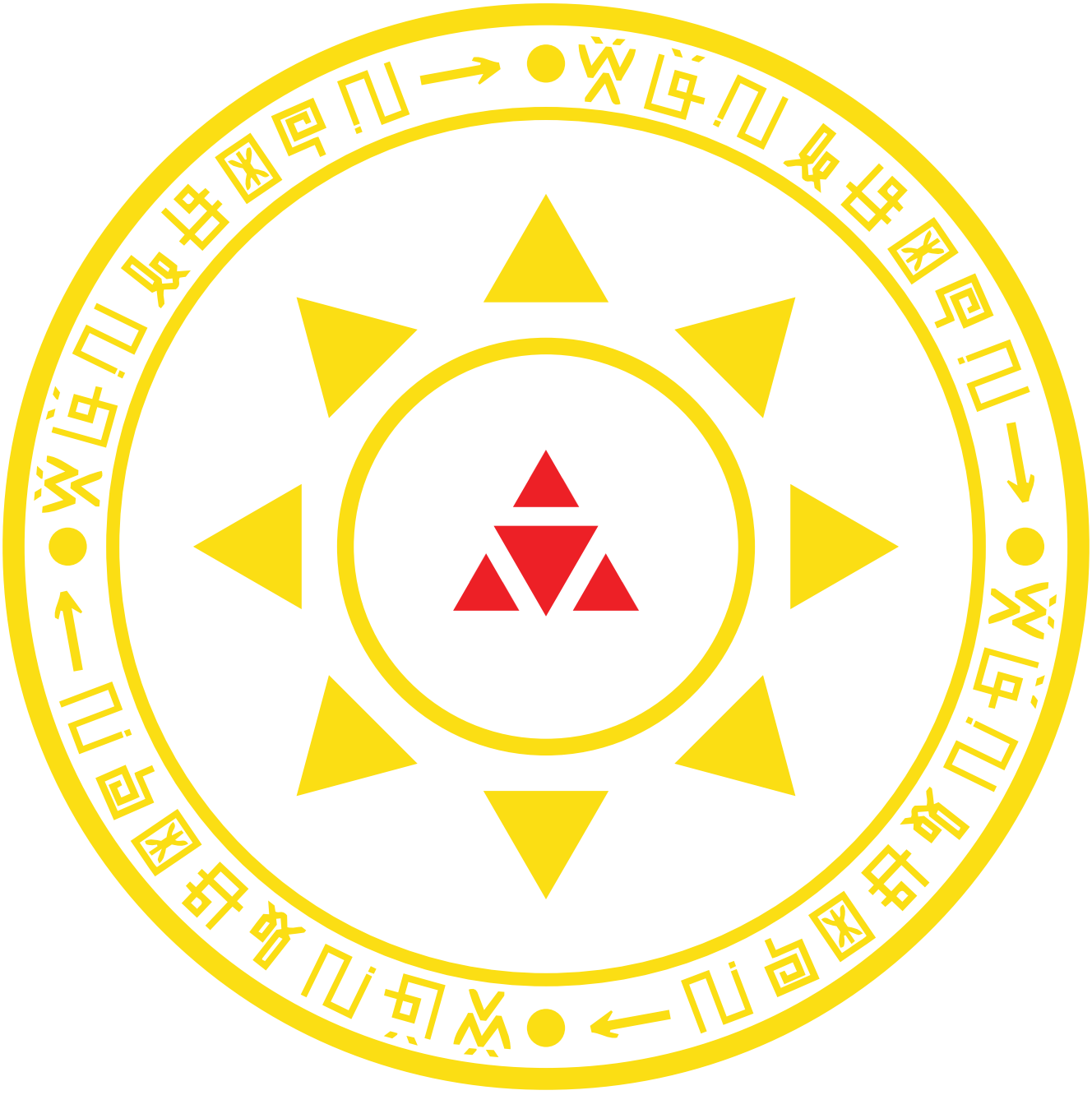
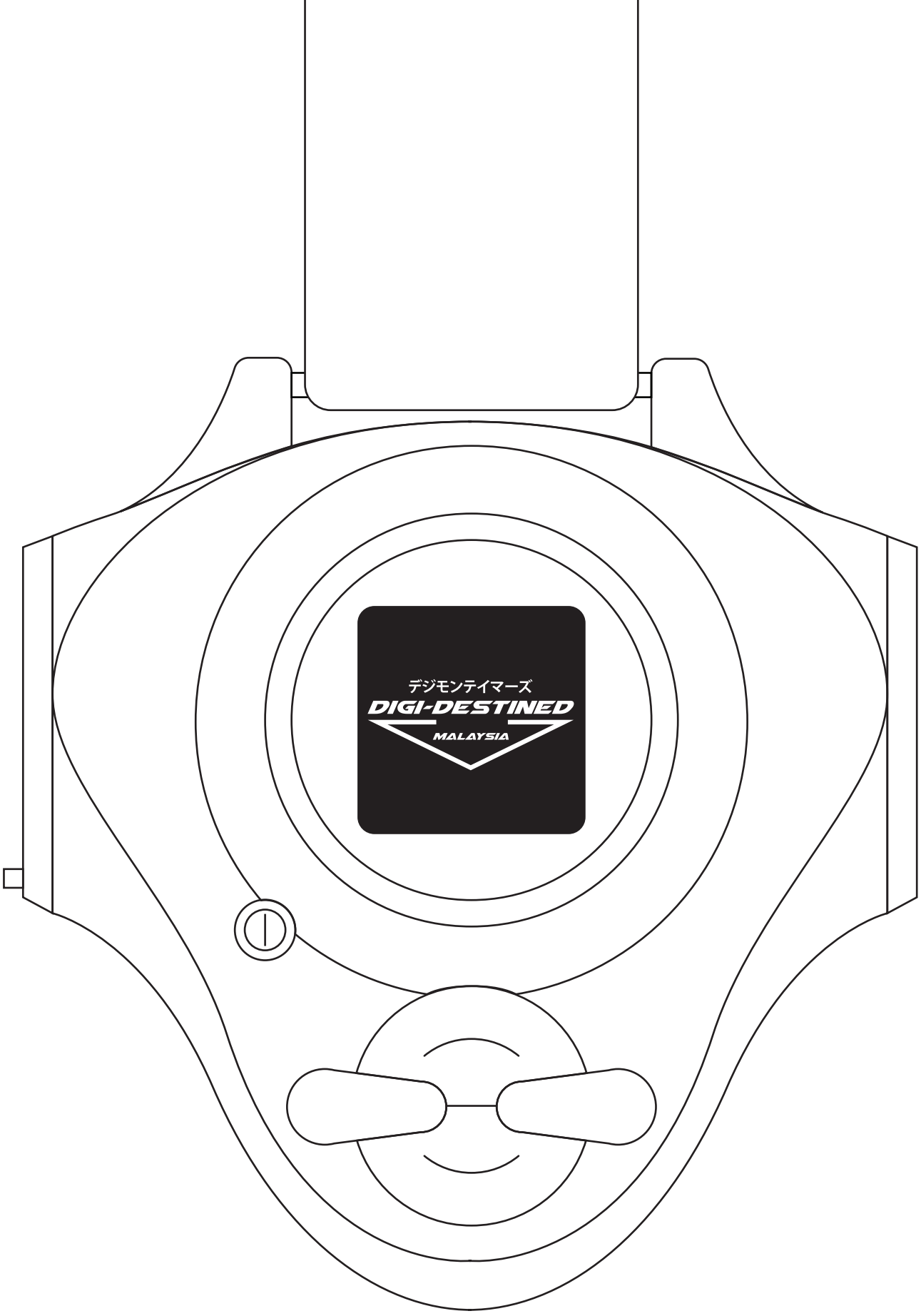
- File Island (lcd.withthewill.net)
- Light Leung (https://www.youtube.com/channel/UCfVZMXnmSPhRrIknuom8K_A)





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